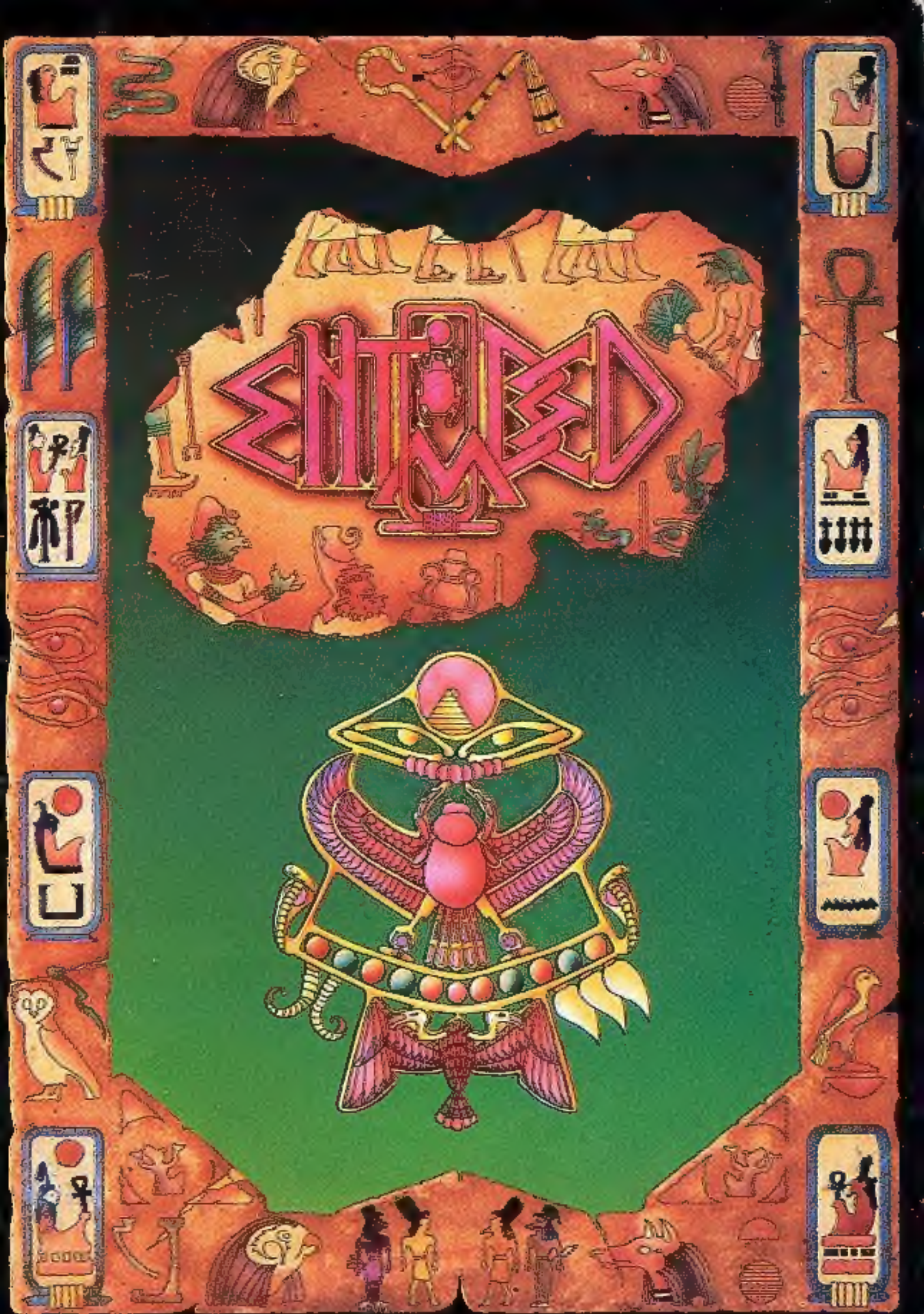




THE SEARCH BEGINS

I could hardly believe it at first, but there before my very eyes was the key I had been searching for, The Eye of Osiris, yet there was something strange and unfamiliar about the symbol, something I had never seen in my travels throughout Egypt. It was as though the Eye had been here many thousands of years, before both the Sphinx under which it was positioned, and the Great Pyramids ever existed. As I intensely examined the Eye, it became clear that it was not made of an Earthly substance and therefore confirmed my theory of its extra-terrestrial origins.

Whilst I pondered over my astounding find, I suddenly became aware of a low pitched humming sound which appeared to come from beneath the very ground.

The Eye had begun to glow with all the power it had once represented in times long since past.

The vibration beneath my feet was beginning to grow stronger and I could feel myself slowly sinking into the ground. I struggled with all my might to break free, but it was in vain. The ground closed above my head as I sank into a dark empty hollow beneath the Sphinx. A tremendous crash echoed around the dusky tombchamber as a giant stone statue fell in front of the only possible exit, guarding my one chance of escape.

A soul-chilling deathly silence followed, as my last few rays of hope faded on futile notions. Only the cold darkness remained.

For minutes or hours I waited as my eyes focused on the empty black void. Suddenly shadows . . . , my senses played tricks as I scrambled towards the glow. Torches on the walls flared in blinding balls of light and then settled to their flickering glow. The whole cavern was now bathed in fiery light, strange shadows danced on the dry stone walls.

I searched the large underground chamber which appeared to be directly beneath the head of the Great Sphinx. The statue which guarded my only way out was that of the God Osiris, which must have weighed many tons and was therefore totally immovable.

Looking around the chamber, I noticed what appeared to be a small chest, on which was a symbol of the Eye of Osiris. Opening the chest revealed a long red scroll on which was a depiction of the Egyptian god Set. The message contained therein appeared to be an ancient verse and was translated as follows:

The Eye of Osiris guides your way
through corridors long and dark this day
but when henceforth the creatures come
It's Set who beats the eternal drum.

Search out the Scrolls, they hold the key
for that which will then set you free
but heed this message, for that which looms
is ready to make thou forever Entombed.

ENTOMBED FEATURES

Sir Arthur Pendragon
Cartoon Quality
Fine Scrolling
3-Dimensional Scenario
Status Lines
Incredible Sound Effects
Amazing Animation
Full Joystick Control
De/Materialisation
Guardian Spirits
Secret Compartments
Torches
Furniture
Falcons
Automatic Collection
Superb Graphics
Real Time Clock
Continuous Pause
% Air Supply
Doorways
3D Movement
Different Levels
Hidden Scrolls
Corridors
Sarcophagus
Cobras
Statues
Gates
Mummies
Scarab Beetles
Ankh

Chests
Dogs
Cats
Scorpions
Mosquitoes
Locusts
Lava Pools
Invisibility
Boulders
Obelisks
Magic Pools
Hieroglyphics
Moving Slabs
Vases
Urns
Traps
Magical Items
Winged Discs
Gongs
Life Force Indication
Crocodiles
Boats
Realistic Jumps
Magical Whip
Unlit Rooms
Controllable Torch Beam
Scroll Display
Slopes
Clouds
Lightning Bolts
Rejuvenation

All software, graphics and audio visual by
ULTIMATE PLAY THE GAME
Trade Name of Ashby Computers & Graphics Ltd.
Made in England
644002

CONTROLLING SIR ARTHUR PENDRAGON

JOYSTICK CONTROLS

Sir Arthur Pendragon can be fully controlled using your joystick plugged in Port 2.

Pressing the joystick button will cause the action indicated in the far right of the status line on the screen to be indicated as follows:

USE WHIP Once found, this causes Sir Arthur to crack his whip in the direction in which he is facing.

JUMP This allows Sir Arthur to jump straight into the air or in the direction of the joystick.

USE TORCH Once found, this allows Sir Arthur to shine his torch and control a beam of torch light in the direction of the joystick but in an unlit room only.

KEYBOARD CONTROLS

PAUSE The game can be paused by pressing the F7 key.

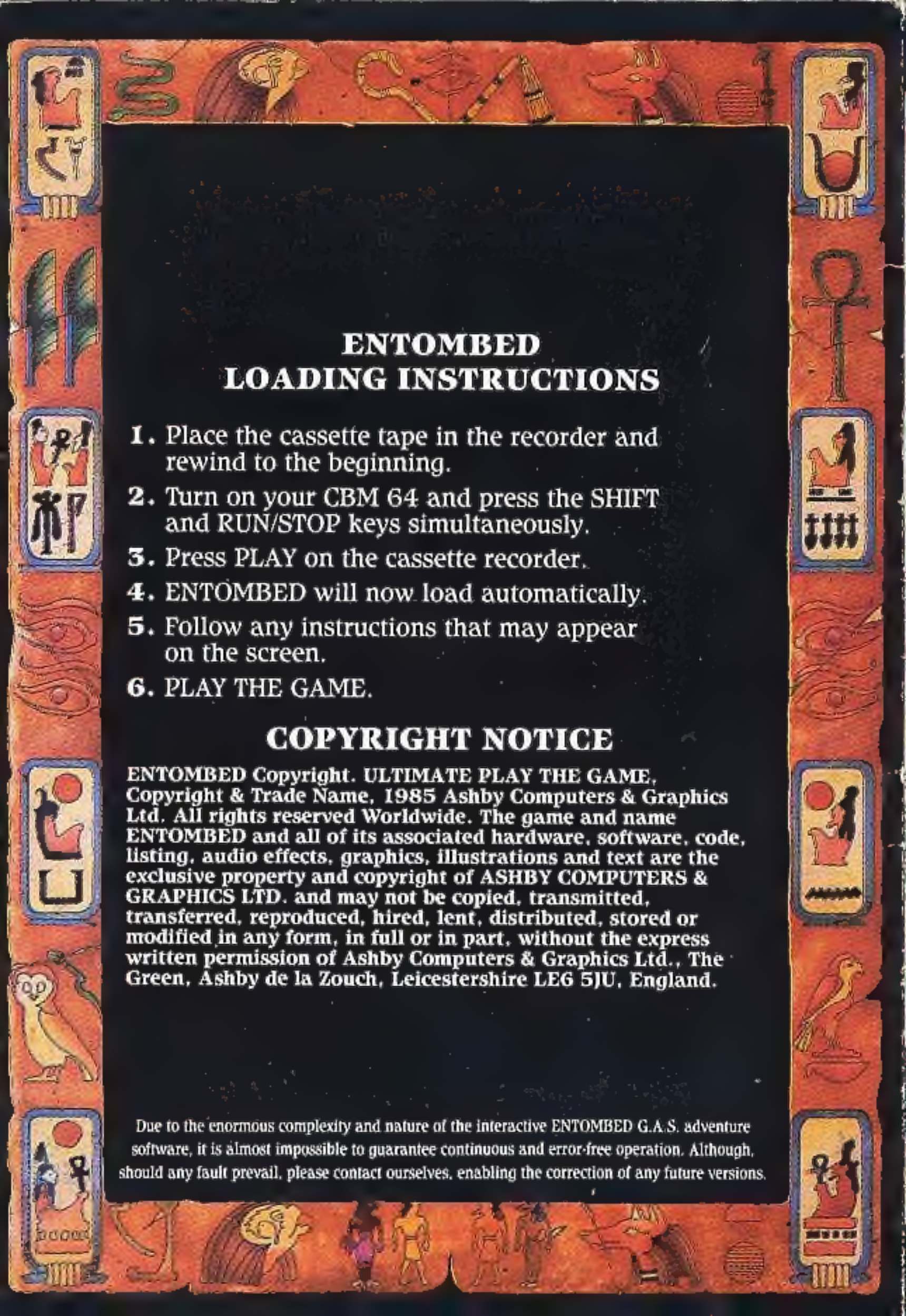
RESTART The game may be restarted by pressing the F1 key.

CHANGE ACTION You can change the action indicated on the far right of the status line by pressing any other key.

GUARANTEE

ALL ULTIMATE PLAY THE GAME software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned "cassette only", with details and proof of purchase, directly to ULTIMATE PLAY THE GAME, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.



ENTOMBED LOADING INSTRUCTIONS

1. Place the cassette tape in the recorder and rewind to the beginning.
2. Turn on your CBM 64 and press the SHIFT and RUN/STOP keys simultaneously.
3. Press PLAY on the cassette recorder.
4. ENTOMBED will now load automatically.
5. Follow any instructions that may appear on the screen.
6. PLAY THE GAME.

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Due to the enormous complexity and nature of the interactive ENTOMBED G.A.S. adventure software, it is almost impossible to guarantee continuous and error-free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.